

Goal of the Game

The goal is to get all 4 pawns lined up at the end of the board before your opponents. The first player to do so wins!

How to Play

STEP 1:

Pick 4 pawns with the same color. One pawn is placed on the START field, the other three on HOME - the circles of the corresponding colour below START. (See image)



STEP 2:

Take turns rolling the die. The person with the highest roll starts the game.

STEP 3:

Go clockwise, take turns throwing the die, and move your pawn by the number of spaces indicated on the die. When a 6 is thrown, you can choose to move forward and roll again, or place a new pawn on START (only one pawn can be on START at a time).

***Don't forget to follow the gameplay rules on the next page.**

STEP 4:

The first player to place all four pawns in the corresponding circles at the end of the board wins!

STEP 5:

Flip the board and play 'Side A'.



Follow these rules:

- You can only place a new pawn on the 'start' space when you throw a 6, or when you place your pawn at the right position at the end.
- When you land on a green space, nothing happens. You are safe.
- When you land on a black space you are at risk. If somebody lands on the same black row after you, your pawn is sent back to HOME.
- When you land on a weed leaf, you take a puff.
- "NO CROSSING PATHS" – you cannot pass your own pawns. You must always use a pawn that is able to move the thrown distance first. If unable to move without passing your other pawn, the remaining steps must be taken backwards.
- If you have more than 1 pawn on the board and have a choice between sending someone HOME and safely moving your other pawn, you have to send the other player's pawn HOME. Otherwise, if other players notice your mistake, it is your pawn that goes back to HOME.
- You have to place pawns at the end of the game board starting from the furthest circle. When you reach the column at the end, if the number on the die exceeds the moves needed to get into the right circle, the additional steps have to be taken backwards.
- When you send someone's pawn back home by landing on the same black row, you get to roll again.
- If a pawn lands on a black row as a result of having to move backwards, it is still able to send back other pawns.
- Only one pawn can be on START at a time.

Important:

The 420-card deck can be played as a complete, separate game. The rules card is included within the deck.

Alternatively, you can use these cards as part of mini-games for side A. Simply pull a card from the deck, and that will be your mini-game.

Remember:

The winner moves 5 spaces forwards
The loser moves 3 spaces backwards

Tips:

- Prepare your joints before starting the game.
- Order food before you start playing, it will arrive just in time for munchies.



Rulebook

Goal of the Game

The goal is to be the first one to reach the coffee shop. Smoke your way to the coffee shop to win!

How to Play

STEP 1:

Choose the colour of the pawn you want to play with and place it on the HOME field.



STEP 2:

Take turns rolling the die. The person with the highest number starts the game.

STEP 3:

Go clockwise, taking turns rolling the die. Move your pawn forward by the number of spaces indicated on the die.

**When a 6 is thrown, you can roll the die and go again.*

STEP 4:

Perform the tasks indicated on the spaces you land on.

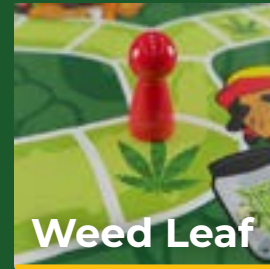
***See the explanation on the next page**

STEP 5:

Reach the coffeeshop at the end, if the number on the die exceeds the moves needed to get right into the coffeeshop, the additional steps have to be taken backwards. The first player to reach the coffeeshop wins the game.

STEP 6:

Flip the board and play 'Side B'.



Weed Leaf

Take a puff.



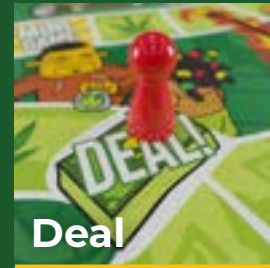
Weed Die

Roll again.



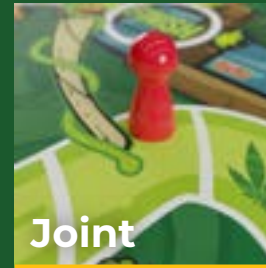
Bad Trip

Skip one turn, even if you rolled a 6.



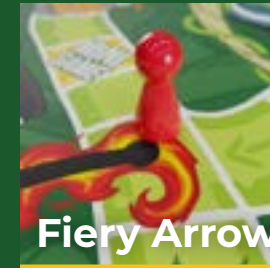
Deal

Swap places on the board with another player of your choice.



Joint

Move forward to where the arrow indicates



Fiery Arrow

Move backwards to where the arrow indicates.



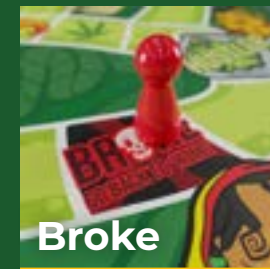
Jail

You are not allowed to move for 3 turns. Get out of Jail early by:
- Rolling a 6
- Another player landing on Jail too.



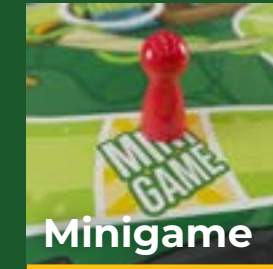
Hustler

Roll the die and send another player forward or backward (your choice) based on the rolled number.



Broke

Go back to HOME



Minigame

1. Category: The person who landed on the 'minigame' square must come up with a category. Everyone must name something in the category. The first player to run out of ideas goes 3 spaces backwards.

2. Puff puff pass: Everyone has to puff, hold their puff in, and pass. When one round is completed, you can exhale. The person who can't hold it has to move 3 spaces backwards.

3. Smoking artist: Show your best smoking trick. The player with the best trick moves 5 spaces forwards.

4. I spy, with my little eye: Find a coloured item in the room, name the colour and everyone has to guess what it is. The first player to guess correctly moves 5 spaces forwards.

5. King of the Hill: On the count of 3, everyone has to look at another player. The players who look at each other are out of the game. The last 2 players standing have a staring contest. The winner moves 5 spaces forwards.

6. Trip to Jamaica: I'm going to Jamaica, and I am taking.... Name an item you would take to Jamaica. The next person must repeat everything that has been named and add one item. Keep going until someone loses. The loser must move 3 spaces backwards.

You can also come up with your own minigames. Write them down here:

1.

2.

3.

4.

5.

6.

